

A large graphic of the number 4 is formed by the letters A, C, and U. The number 4 is composed of a vertical stem of 'A's and a horizontal bar of 'U's. The background is filled with a grid of 'C's, with some 'A's and 'U's interspersed to form the number 4.

```

LL          IIIII
LL          IIIII
LL          II
LL          II
LL          II
LL          II
LL          II
LL          II
LL          II
LL          II
LL          II
LL          II
LL          II
LL          II
LL          II
LLLLLLLLLL IIIII
LLLLLLLLLL IIIII
SSSSSSSS
SSSSSSSS
SS
SS
SS
SS
SSSSSS
SSSSSS
SS
SS
SS
SS
SSSSSSSS
SSSSSSSS

```



```
1 0001 0 MODULE symbols (IDENT = 'V04-000') =
2 0002 1 BEGIN
3 0003 1
4 0004 1
5 0005 1 *****
6 0006 1 *
7 0007 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
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24 0024 1 *
25 0025 1 *
26 0026 1 *****
27 0027 1
28 0028 1
29 0029 1 ++
30 0030 1 FACILITY: Command language editor
31 0031 1
32 0032 1 ABSTRACT:
33 0033 1
34 0034 1 This facility is used to enhance the command language
35 0035 1 and allow user-written commands to be available in the
36 0036 1 language.
37 0037 1
38 0038 1 ENVIRONMENT:
39 0039 1
40 0040 1 VAX/VMS operating system. unprivileged user mode,
41 0041 1
42 0042 1 AUTHOR: Tim Halvorsen, Feb 1980
43 0043 1
44 0044 1 Modified by:
45 0045 1
46 0046 1 V03-001 DAS0001 David Solomon 03-Jul-1984
47 0047 1 Return success if trying to add a duplicate symbol (SPR 55578).
48 0048 1
49 0049 1 V002 DWT0006 David W. Thiel 10-Dec-1981
50 0050 1 Fix find_record to fail if asked for (n+1)st record.
51 0051 1
52 0052 1 V001 TMH0001 Tim Halvorsen 28-Mar-1981
53 0053 1 Clear upper word of descriptor passed to scan_symbols
54 0054 1 action routine, in case it uses the entire longword as
55 0055 1 the length rather than the lower word.
56 0056 1 --
57 0057 1
```

```
58 0058 1 |
59 0059 1 | Include files
60 0060 1 |
61 0061 1 |
62 0062 1 | LIBRARY 'SYSSLIBRARY:STARLET';          ! VAX/VMS common definitions
63 0063 1 |
64 0064 1 | ** REQUIRE 'SRC$:CLEDEF';                ! Utility definitions
65 0065 1 | ---
66 0066 1 |
67 0067 1 |         Require file for all modules in the command language editor
68 0068 1 |
69 0069 1 | IDENT V02-001
70 0070 1 |
71 0071 1 | ---
72 0072 1 |
73 0073 1 |
74 0074 1 | *****
75 0075 1 | *
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93 0093 1 | *
94 0094 1 | *
95 0095 1 | *****
96 0096 1 |
97 0097 1 |
98 0098 1 | ++
99 0099 1 | FACILITY: Command language editor
100 0100 1 |
101 0101 1 | ABSTRACT:
102 0102 1 |
103 0103 1 |         This is the common require file for all modules in the
104 0104 1 |         command language editor.
105 0105 1 |
106 0106 1 | ENVIRONMENT:
107 0107 1 |
108 0108 1 |         VAX/VMS operating system, unprivileged user mode utility,
109 0109 1 |         operates at non-AST level.
110 0110 1 |
111 0111 1 | AUTHOR: Tim Halvorsen, Feb 1980
112 0112 1 |
113 0113 1 | MODIFIED BY:
114 0114 1 |
```


SYMBOLS
V04-000

H 5
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1 Page 3 (1)

: 115
: 116
: 117

0115 1 :
0116 1 :
0117 1 :----

V02-001 BLS0089 Benn Schreiber
Add badvalue shared message

16-Oct-1981

```
119 0118 1
120 0119 1
121 0120 1 Define commonly used BLISS definitions
122 0121 1
123 0122 1
124 0123 1 ** REQUIRE 'LIB$UTILDEF'; ! Commonly used BLISS definitions
125 0124 1 ---
126 0125 1
127 0126 1 Commonly used definitions for VMS modules written in BLISS
128 0127 1
129 0128 1 Version 'V03-000'
130 0129 1
131 0130 1 *****
132 0131 1 *
133 0132 1 * COPYRIGHT (c) 1978, 1980, 1982 BY
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150 0149 1 *
151 0150 1 *
152 0151 1 *****
153 0152 1
154 0153 1 ++
155 0154 1 ABSTRACT:
156 0155 1
157 0156 1 This is the common require file for any module written
158 0157 1 in BLISS
159 0158 1
160 0159 1 ENVIRONMENT:
161 0160 1
162 0161 1 VAX/VMS operating system.
163 0162 1
164 0163 1 AUTHOR: Tim Halvorsen, Feb 1980
165 0164 1
166 0165 1 MODIFIED BY:
167 0166 1
168 0167 1 ----
```



```
170 0168 1 |
171 0169 1 | Equated symbols
172 0170 1 |
173 0171 1 |
174 0172 1 | LITERAL
175 0173 1 | true = 1,
176 0174 1 | false = 0,
177 0175 1 | ok = 1,
178 0176 1 | error = 2,
179 0177 1 | quad = 8;
180 0178 1 |
181 0179 1 |
182 0180 1 | Define structure type for VMS structures
183 0181 1 |
184 0182 1 |
185 0183 1 | STRUCTURE
186 0184 1 | bblock [o, p, s, e; n] =
187 0185 1 | [n]
188 0186 1 | (bblock+o)<p,s,e>;
189 0187 1 |
190 0188 1 | MACRO
191 M 0189 1 | descriptor [] = ! Generate a static string descriptor
192 M 0190 1 | UPLIT (%CHARCOUNT (%STRING (%REMAINING))),
193 0191 1 | UPLIT BYTE (%STRING (%REMAINING))) %;
194 0192 1 |
195 0193 1 | MACRO
196 M 0194 1 | own_descriptor [] = ! Generate the actual static string descriptor
197 M 0195 1 | BBLOCK [8] INITIAL(%CHARCOUNT(%STRING(%REMAINING)),
198 0196 1 | UPLIT BYTE (%STRING(%REMAINING))) %;
199 0197 1 |
200 0198 1 | MACRO
201 M 0199 1 | return_if_error(command) =
202 M 0200 1 | BEGIN
203 M 0201 1 | LOCAL
204 M 0202 1 | status;
205 M 0203 1 |
206 M 0204 1 | status = command;
207 M 0205 1 | IF NOT .status
208 M 0206 1 | THEN
209 M 0207 1 | RETURN .status;
210 0208 1 | END%;
211 0209 1 |
212 0210 1 | MACRO
213 M 0211 1 | signal_if_error(command) =
214 M 0212 1 | BEGIN
215 M 0213 1 | LOCAL
216 M 0214 1 | status;
217 M 0215 1 |
218 M 0216 1 | status = command;
219 M 0217 1 | IF NOT .status
220 M 0218 1 | THEN
221 M 0219 1 | BEGIN
222 M 0220 1 | SIGNAL(.status);
223 M 0221 1 | RETURN .status;
224 M 0222 1 | END;
225 0223 1 | END%;
226 0224 1 |
```

```
227 0225 1 |
228 0226 1 | Macro to implement a function (f) of the message severity level that
229 0227 1 | maps the various severity levels such that arithmetic comparisons of the
230 0228 1 | mapped values ( f(severity) ) yield a order of precedence that is
231 0229 1 | intuitivtely acceptable:
232 0230 1 |
233 0231 1 |
234 0232 1 |
235 0233 1 |
236 0234 1 |
237 0235 1 |
238 0236 1 |
239 0237 1 |
240 0238 1 |
241 0239 1 |
242 0240 1 |
243 0241 1 |
244 M 0242 1 | MACRO
245 M 0243 1 |     severity level (status) =
246 M 0244 1 |     BEGIN
247 M 0245 1 |     LOCAL code: BBLOCK [LONG];
248 M 0246 1 |     code = status;
249 M 0247 1 |     .code [sts$severity] - (4 * .code [sts$success]) + 3
250 M 0248 1 |     END%;
251 M 0249 1 | MACRO
252 M 0250 1 |     cli$external(prefix) =
253 M 0251 1 |     %IF %DECLARED(%QUOTE %QUOTE cli$prefix)
254 M 0252 1 |     %THEN UNDECLARE %QUOTE %QUOTE cli$prefix; %FI
255 M 0253 1 |     MACRO cli$prefix = prefix %QUOTE %;
256 M 0254 1 |     EXTERNAL LITERAL
257 M 0255 1 |     cli$external_loop(%REMAINING)%,
258 M 0256 1 |
259 M 0257 1 |     cli$external_loop[name] =
260 M 0258 1 |     %NAME(cli$prefix,name): UNSIGNED(8)%;
261 M 0259 1 |
262 M 0260 1 | MACRO
263 M 0261 1 |     %external_literal(symbol) =
264 M 0262 1 |     BEGIN
265 M 0263 1 |     %IF NOT %DECLARED(symbol) %THEN EXTERNAL LITERAL symbol
266 M 0264 1 |     %IF %LENGTH GTR 1 %THEN : %REMAINING %FI; %FI
267 M 0265 1 |     symbol
268 M 0266 1 |     END%;
269 M 0267 1 |
270 M 0268 1 | MACRO
271 M 0269 1 |     $fab_dev(dev_bit) = ! Access FAB$DEV bits of FAB block
272 M 0270 1 |     $BYTEOFFSET(fab$l_dev),
273 M 0271 1 |     $BITPOSITION(%NAME('dev$dev_',dev_bit)),1,0%;
274 M 0272 1 |
275 M 0273 1 |
276 M 0274 1 | $SHR_MESSAGES - a macro which defines facility-specific message codes
277 M 0275 1 | which are based on the system-wide shared message codes.
278 M 0276 1 |
279 M 0277 1 | $SHR_MESSAGES( name, code, (msg,severity), ... )
280 M 0278 1 |
281 M 0279 1 | where:
282 M 0280 1 |     "name" is the name of the facility (e.g., COPY)
283 M 0281 1 |     "code" is the corresponding facility code (e.g., 103)
```



```
.. 284      0282 1  |
.. 285      0283 1  |
.. 286      0284 1  |
.. 287      0285 1  |
.. 288      0286 1  |
.. 289      M 0287 1  |
.. 290      M 0288 1  |
.. 291      0289 1  |
.. 292      0290 1  |
.. 293      M 0291 1  |
.. 294      0292 1  |
.. 295      0293 1  |
.. 296      M 0294 1  |
.. 297      M 0295 1  |
.. 298      M 0296 1  |
.. 299      M 0297 1  |
.. 300      0298 1  |

      'msg' is the name of the shared message (e.g., BEGIN)
      'severity' is the desired message severity (e.g., 1, 0, 2)

      MACRO
      $SHR_MESSAGES( FACILITY_NAME, FACILITY_CODE ) =
      [ LITERAL
      $HR$MSG_IDS( FACILITY_NAME, FACILITY_CODE, %REMAINING ); %,
      $HR$MSG_IDS( FACILITY_NAME, FACILITY_CODE ) [ VALUE ] =
      $HR$MSG_CALC( FACILITY_NAME, FACILITY_CODE, %REMOVE(VALUE) ) %,
      $HR$MSG_CALC( FACILITY_NAME, FACILITY_CODE, MSG_ID, SEVERITY ) =
      %NAME( FACILITY_NAME, '$', MSG_ID ) = %NAME( 'SHR$', MSG_ID ) + FACILITY_CODE*65536 +
      %IF %DECLARED( %NAME( 'ST$K', SEVERITY ) )
      %THEN %NAME( 'ST$K', SEVERITY )
      %ELSE SEVERITY %FI %;
```

```
.. 302 0299 1
.. 303 0300 1 !** REQUIRE 'LIB$CLIDEF.B32';          ! CLI command table definitions
.. 304 0301 1
.. 305 0302 1      Command language interpreter command table structures
.. 306 0303 1
.. 307 0304 1      IDENT          V03-003
.. 308 0305 1
.. 309 0306 1
.. 310 0307 1
.. 311 0308 1
.. 312 0309 1 *****
.. 313 0310 1 *
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.. 331 0328 1 *
.. 332 0329 1 *****
.. 333 0330 1
.. 334 0331 1
.. 335 0332 1 ++
.. 336 0333 1 FACILITY: DCL & MCR Command language interpreters
.. 337 0334 1
.. 338 0335 1 ABSTRACT:
.. 339 0336 1
.. 340 0337 1      These are the command table structure definitions
.. 341 0338 1      which describe the generic command table format used
.. 342 0339 1      by the DCL and MCR command interpreters.
.. 343 0340 1
.. 344 0341 1 ENVIRONMENT:
.. 345 0342 1
.. 346 0343 1      VAX/VMS operating system. supervisor mode.
.. 347 0344 1
.. 348 0345 1 AUTHOR: Tim Halvorsen, Feb 1980
.. 349 0346 1
.. 350 0347 1 Modified by:
.. 351 0348 1
.. 352 0349 1      V03-003 PCG0005      Peter George      22-Nov-1982
.. 353 0350 1      Add INT_W_PMPTLEN and INT_L_PMPTADDR and remove
.. 354 0351 1      INT_L_PROMPT.
.. 355 0352 1
.. 356 0353 1      V03-002 PCG0004      Peter George      18-Oct-1982
.. 357 0354 1      Add VEC_C_PROMPTMAX, INT_L_PROMPT, and ENT_V_SPELL.
.. 358 0355 1
```


SYMBOLS
V04-000

N 5
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1 Page 9 (4)

: 359
: 360
: 361

0356 1 |
0357 1 |
0358 1 |--

V03-001 PCG0003 Peter George 15-Jul-1982
Add INT data structure for CLISINTERFACE routines.

:	362	0359	1	
:	363	0360	1	
:	364	0361	1	
:	365	0362	1	
:	366	0363	1	
:	367	0364	1	
:	368	0365	1	
:	369	0366	1	
:	370	0367	1	

Note that the term "SRO" stands for self-relative offset.
The actual address is computed by adding the signed contents
of the field to the address of the structure.

If the offset is zero, then there is no associated data.


```

371 0368 1
372 0369 1
373 0370 1
374 0371 1
375 0372 1
376 0373 1
377 0374 1
378 0375 1
379 0376 1
380 0377 1
381 0378 1
382 0379 1
383 0380 1
384 0381 1
385 0382 1
386 0383 1
387 0384 1
388 0385 1
389 0386 1
390 0387 1
391 0388 1
392 P 0389 1
393 P 0390 1
394 0391 1
395 0392 1
396 0393 1
397 0394 1
398 0395 1
399 0396 1
400 P 0397 1
401 P 0398 1
402 P 0399 1
403 0400 1
404 0401 1
405 0402 1
406 0403 1
407 0404 1
408 0405 1

!...$VECDEF
MACRO VEC_L_IMAGE_TBL = 0,0,32,0%; ! OFFSET TO IMAGE TABLE
MACRO VEC_L_PROMPT_TBL = 4,0,32,0%; ! OFFSET TO PROMPT TABLE
MACRO VEC_L_QUAL_TBL = 8,0,32,0%; ! OFFSET TO QUALIFIER TABLE
MACRO VEC_L_VERB_TBL = 12,0,32,0%; ! OFFSET TO BUILT-IN VERB TABLE
MACRO VEC_L_VERBEND = 16,0,32,0%; ! OFFSET TO END OF VERB_TBL
MACRO VEC_L_USRCMD = 20,0,32,0%; ! OFFSET TO USER VERB TABLE
MACRO VEC_L_USREND = 24,0,32,0%; ! OFFSET TO END OF USER VERB TABLE
MACRO VEC_L_COMDPTR = 28,0,32,0%; ! OFFSET TO BUILT-IN POINTER TABLE
MACRO VEC_L_USERPTR = 32,0,32,0%; ! OFFSET TO USER POINTER TABLE
MACRO VEC_L_FREE = 36,0,32,0%; ! OFFSET TO NEXT FREE BYTE
MACRO VEC_B_STRLVL = 40,0,8,0%; ! TABLE STRUCTURE LEVEL

LITERAL
$EQU (VEC_C_GBL,0,1)
$EQU (STREVC,5) ! CURRENT STRUCTURE LEVEL

MACRO VEC_B_PROMPTMAX = 41,0,8,0%; ! MAXIMUM SIZE OF ANY PROMPT STRING
LITERAL VEC_C_LENGTH3 = 42;
LITERAL VEC_K_LENGTH3 = 42; ! LENGTH OF STR LEVEL 3 AND BEFORE VEC
MACRO VEC_B_CLI = 42,0,8,0%; ! CLI TYPE
LITERAL
$EQU (VEC_C_GBL,0,1)
$EQU (DCL,0) ! TABLES ARE FOR DCL
$EQU (MCR,1) ! TABLES ARE FOR MCR

MACRO VEC_W_SIZE = 44,0,16,0%; ! SIZE IN BYTES OF VECTOR AREA
LITERAL VEC_C_LENGTH = 60;
LITERAL VEC_K_LENGTH = 60; ! LENGTH OF VECTOR AREA
LITERAL VEC_C_PROMPTMAX = 32; ! MAXIMUM SIZE OF ANY PROMPT STRING
```


517	0514	1	LITERAL	ENT_M_VALREQ	= 1^6 - 1^5;	
518	0515	1	MACRO	ENT_V_LIST	= 16,6,1,0%;	! COMMA-SEPARATED LIST OF VALUES ALLOWED
519	0516	1	LITERAL	ENT_M_LIST	= 1^7 - 1^6;	
520	0517	1	MACRO	ENT_V_CONCAT	= 16,7,1,0%;	! CONCATENATED VALUES ALLOWED
521	0518	1	LITERAL	ENT_M_CONCAT	= 1^8 - 1^7;	
522	0519	1	MACRO	ENT_V_IMPCAT	= 16,8,1,0%;	! VALUES ARE IMPLICITLY CONCATENATED
523	0520	1	LITERAL	ENT_M_IMPCAT	= 1^9 - 1^8;	
524	0521	1	MACRO	ENT_V_VERB	= 16,9,1,0%;	! QUALIFIER CAN APPEAR ON COMMAND VERB
525	0522	1	LITERAL	ENT_M_VERB	= 1^10 - 1^9;	
526	0523	1	MACRO	ENT_V_PARM	= 16,10,1,0%;	! QUALIFIER CAN APPEAR ON PARAMETER
527	0524	1	LITERAL	ENT_M_PARM	= 1^11 - 1^10;	
528	0525	1	MACRO	ENT_V_MCROPTDLM	= 16,11,1,0%;	! VALUE DELIMITER IS OPTIONAL (MCR)
529	0526	1	LITERAL	ENT_M_MCROPTDLM	= 1^12 - 1^11;	
530	0527	1	MACRO	ENT_V_MCRIGNORE	= 16,12,1,0%;	! IGNORE THIS ENTITY BLOCK (MCR)
531	0528	1	LITERAL	ENT_M_MCRIGNORE	= 1^13 - 1^12;	
532	0529	1	MACRO	ENT_V_SPELL	= 16,13,1,0%;	! ONLY CHECK FIRST FOUR CHARS OF KEYWORD VALUES
533	0530	1	LITERAL	ENT_M_SPELL	= 1^14 - 1^13;	
534	0531	1				
535	0532	1	LITERAL	ENT_C_LENGTH	= 20;	
536	0533	1	LITERAL	ENT_K_LENGTH	= 20;	! LENGTH OF FIXED LENGTH PORTION
537	0534	1				


```

: 625 0622 1 |
: 626 0623 1 |-----
: 627 0624 1 |
: 628 0625 1 |
: 629 0626 1 |*****
: 630 0627 1 |*
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: 648 0645 1 |*
: 649 0646 1 |*
: 650 0647 1 |*****
: 651 0648 1 |
: 652 0649 1 |
: 653 0650 1 |
: 654 0651 1 |
: 655 0652 1 |
: 656 0653 1 |
: 657 0654 1 |
: 658 0655 1 |
: 659 0656 1 |
: 660 0657 1 |!...$SYMDEF
: 661 0658 1 |
: 662 0659 1 |MACRO      SYMSL_LINK      = 0,0,32,0%;      ! LINK TO NEXT IN CHAIN
: 663 0660 1 |MACRO      SYMSL_VALUE     = 4,0,32,0%;      ! VALUE OF SYMBOL
: 664 0661 1 |MACRO      SYMSB_SYMLEN    = 8,0,8,0%;      ! LENGTH OF SYMBOL NAME
: 665 0662 1 |LITERAL    SYMSC_FIXEDLEN  = 9;              !
: 666 0663 1 |LITERAL    SYMSK_FIXEDLEN  = 9;              ! LENGTH OF FIXED PORTION OF ENTRY
: 667 0664 1 |MACRO      SYMST_SYMBOL    = 9,0,8,0%;      ! SYMBOL NAME
```

```

: 669      0665 1  |
: 670      0666 1  | Table of contents
: 671      0667 1  |
: 672      0668 1  |
: 673      0669 1  | FORWARD ROUTINE
: 674      0670 1  |     add_record,      | Add record to linked list
: 675      0671 1  |     find_record,    | Find record by number
: 676      0672 1  |     delete_list,    | Deallocate entire record list
: 677      0673 1  |     add_symbol,     | Add symbol to symbol table
: 678      0674 1  |     lookup_symbol,  | Lookup symbol in symbol table
: 679      0675 1  |     lookup_value,   | Lookup value in symbol table
: 680      0676 1  |     scan_symbols,   | Scan all symbols in symbol table
: 681      0677 1  |     delete_symbol,  | Delete symbol from symbol table
: 682      0678 1  |     delete_symbols, | Delete entire symbol table
: 683      0679 1  |     allocate,       | Allocate dynamic storage
: 684      0680 1  |     deallocate;     | Deallocate dynamic storage
: 685      0681 1  |
: 686      0682 1  |
: 687      0683 1  | Storage definitions
: 688      0684 1  |
: 689      0685 1  |
: 690      0686 1  | GLOBAL
: 691      0687 1  |     symbol_header:  VECTOR [64]  | List of listheads for symbol tables
: 692      0688 1  |                     INITIAL(REP 64 OF (0)); | Set all listheads empty
: 693      0689 1  |
: 694      0690 1  |
: 695      0691 1  | External routines
: 696      0692 1  |
: 697      0693 1  |
: 698      0694 1  | EXTERNAL ROUTINE
: 699      0695 1  |     lib$get_vm: ADDRESSING_MODE(GENERAL), | Allocate dynamic storage
: 700      0696 1  |     lib$free_vm: ADDRESSING_MODE(GENERAL); | Deallocate dynamic storage
```



```

: 702 0697 1 GLOBAL ROUTINE add_record (listhead, address, length) =
: 703 0698 1
: 704 0699 1 ---
: 705 0700 1
: 706 0701 1 This routine adds a given data record to the
: 707 0702 1 end of a given linked list.
: 708 0703 1
: 709 0704 1 Inputs:
: 710 0705 1
: 711 0706 1 listhead = Address of listhead for list
: 712 0707 1 address = Address of data record
: 713 0708 1 length = Length of data record
: 714 0709 1
: 715 0710 1 Outputs:
: 716 0711 1
: 717 0712 1 routine = status (already signaled)
: 718 0713 1 ---
: 719 0714 1
: 720 0715 2 BEGIN
: 721 0716 2
: 722 0717 2 LOCAL
: 723 0718 2 new_entry: REF VECTOR, ! Address of newly allocated entry
: 724 0719 2 entry: REF VECTOR; ! Current entry address
: 725 0720 2
: 726 0721 2
: 727 P 0722 2 RETURN_IF_ERROR ! Allocate space; signal any error
: 728 0723 2 (allocate(.length+8,new_entry));
: 729 0724 2
: 730 0725 2 new_entry [1] = .length; ! Set length into entry
: 731 0726 2 CH$MOVE(.length, .address, new_entry [2]); ! Copy data into entry
: 732 0727 2
: 733 0728 2 entry = .listhead; ! Start at listhead itself
: 734 0729 2
: 735 0730 2 WHILE .entry [0] NEQ 0 ! While not end of list
: 736 0731 2 DO
: 737 0732 2 entry = .entry [0]; ! Link to next in chain
: 738 0733 2
: 739 0734 2 entry [0] = .new_entry; ! set link of last entry to new one
: 740 0735 2 new_entry [0] = 0; ! and set new "end of list"
: 741 0736 2
: 742 0737 2 RETURN true;
: 743 0738 2
: 744 0739 1 END;
```

```

.TITLE SYMBOLS
.IDENT \V04-000\

.PSECT $GLOBALS,NOEXE,2

00000000# 00000 SYMBOL_HEADER::
.LONG 0[64]
;

.EXTRN LIB$GET_VM, LIB$FREE_VM

.PSECT $CODE$,NOWRT,2
```

SYMBOLS
V04-000

L 6
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1 Page 20
(12)

			5E		007C 00000	.ENTRY	ADD_RECORD, Save R2,R3,R4,R5,R6	:	0697
				04	C2 00002	SUBL2	#4, SP	:	
				5E	DD 00005	PUSHL	SP	:	0723
	7E	0C	AC	08	C1 00007	ADDL3	#8, LENGTH, -(SP)	:	
		0000V	CF	02	FB 0000C	CALLS	#2, ALLOCATE	:	
			24	50	E9 00011	BLBC	STATUS, 3\$:	
			56	6E	D0 00014	MOVL	NEW ENTRY, R6	:	0725
		04	A6	AC	D0 00017	MOVL	LENGTH, 4(R6)	:	
	08	08	BC	OC	AC 28 0001C	MOVC3	LENGTH, @ADDRESS, 8(R6)	:	0726
			50	OC	AC D0 00023	MOVL	LISTHEAD, ENTRY	:	0728
				04	D5 00027 1\$:	TSTL	(ENTRY)	:	0730
				05	13 00029	BEQL	2\$:	
			50	60	D0 0002B	MOVL	(ENTRY), ENTRY	:	0732
				F7	11 0002E	BRB	1\$:	
			60	56	D0 00030 2\$:	MOVL	R6, (ENTRY)	:	0734
				66	D4 00033	CLRL	(R6)	:	0735
			50	01	D0 00035	MOVL	#1, R0	:	0737
				04	00038 3\$:	RET		:	0739

; Routine Size: 57 bytes, Routine Base: \$CODE\$ + 0000


```
: 746 0740 1 GLOBAL ROUTINE find_record (listhead, number, retadr) =
: 747 0741 1
: 748 0742 1 ---
: 749 0743 1
: 750 0744 1 This routine locates a given record of data by
: 751 0745 1 record number in any given list. The address
: 752 0746 1 returned is the address of the data itself.
: 753 0747 1
: 754 0748 1 Inputs:
: 755 0749 1
: 756 0750 1 listhead = Address of listhead of list
: 757 0751 1 number = Record number to find
: 758 0752 1 retadr = Address of longword to receive data address
: 759 0753 1
: 760 0754 1 Outputs:
: 761 0755 1
: 762 0756 1 routine = true if found, else false
: 763 0757 1 ---
: 764 0758 1
: 765 0759 2 BEGIN
: 766 0760 2
: 767 0761 2 LOCAL
: 768 0762 2 entry: REF VECTOR; ! Address of current entry
: 769 0763 2
: 770 0764 2 entry = ..listhead; ! Start at first entry
: 771 0765 2
: 772 0766 2 INCR i FROM 1 TO .number-1 ! Skip first number-1 entries
: 773 0767 2 DO
: 774 0768 2 BEGIN
: 775 0769 2 IF .entry EQL 0 ! If premature end of list,
: 776 0770 2 THEN
: 777 0771 2 RETURN false; ! return entry not found
: 778 0772 2 entry = .entry [0]; ! Skip to next entry in list
: 779 0773 2 END;
: 780 0774 2
: 781 0775 2 IF .entry EQL 0 ! End of list
: 782 0776 2 THEN
: 783 0777 2 RETURN false;
: 784 0778 2
: 785 0779 2 .retadr = entry [2]; ! Return address of data itself
: 786 0780 2 RETURN true; ! Return successful
: 787 0781 2
: 788 0782 1 END;
```

				0000 00000	.ENTRY FIND RECORD, Save nothing	: 0740
51	04	BC	D0	00002	MOVL @LISTHEAD, ENTRY	: 0764
		50	D4	00006	CLRL 1	: 0766
		07	11	00008	BRB 2\$	
		51	D5	0000A 1\$:	TSTL ENTRY	: 0769
		15	13	0000C	BEQL 3\$	
		51	D0	0000E	MOVL (ENTRY), ENTRY	: 0772
F4	50	08	AC	F2 00011 2\$:	AOBLSS NUMBER, 1, 1\$: 0766
			51	D5 00016	TSTL ENTRY	: 0775

SYMBOLS
V04-000

N 6
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1
Page 22
(13)

0C	BC	08	09	13	00018	BEQL	3\$:
	50		A1	9E	0001A	MOVAB	8(R1),	@RETADR	0779
			01	D0	0001F	MOVL	#1, R0		0780
				04	00022	RET			:
			50	D4	00023	CLRL	R0		0782
				04	00025	RET			:

: Routine Size: 38 bytes, Routine Base: \$CODE\$ + 0039


```

: 790 0783 1 GLOBAL ROUTINE delete_list (listhead) =
: 791 0784 1
: 792 0785 1 ---
: 793 0786 1
: 794 0787 1 This routine deallocates all storage associated
: 795 0788 1 with a given record list.
: 796 0789 1
: 797 0790 1 Inputs:
: 798 0791 1
: 799 0792 1 listhead = Address of listhead for list
: 800 0793 1
: 801 0794 1 Outputs:
: 802 0795 1
: 803 0796 1 None
: 804 0797 1 ---
: 805 0798 1
: 806 0799 2 BEGIN
: 807 0800 2
: 808 0801 2 LOCAL
: 809 0802 2 entry: REF VECTOR; ! Address of current entry
: 810 0803 2
: 811 0804 2 entry = ..listhead; ! Start at first entry
: 812 0805 2
: 813 0806 2 WHILE .entry NEQ 0 ! For each entry in list,
: 814 0807 2 DO
: 815 0808 2 BEGIN
: 816 0809 2 LOCAL next_entry;
: 817 0810 2 next_entry = .entry [0]; ! Save pointer to next entry
: 818 0811 2 deallocate(.entry [1]+8, .entry); ! Deallocate memory for entry
: 819 0812 2 entry = .next_entry; ! Skip to next entry in list
: 820 0813 2 END;
: 821 0814 2
: 822 0815 2 .listhead = 0; ! Zero listhead
: 823 0816 2
: 824 0817 2 RETURN true; ! Success
: 825 0818 2
: 826 0819 1 END;
```

				000C 00000	.ENTRY DELETE LIST, Save R2,R3	: 0783
	52	04	BC	D0 00002	MOVL @LISTHEAD, ENTRY	: 0804
			14	13 00006 1\$:	BEQL 2\$: 0806
	53		62	D0 00008	MOVL (ENTRY), NEXT_ENTRY	: 0810
			52	DD 0000B	PUSHL ENTRY	: 0811
7E	04	A2	08	C1 0000D	ADDL3 #8, 4(ENTRY), -(SP)	
	0000V	CF	02	FB 00012	CALLS #2, DEALLOCATE	
		52	53	D0 00017	MOVL NEXT_ENTRY, ENTRY	: 0812
			EA	11 0001A	BRB 1\$: 0806
		04	BC	D4 0001C 2\$:	CLRL @LISTHEAD	: 0815
	50		01	D0 0001F	MOVL #1, R0	: 0817
				04 00022	RET	: 0819

; Routine Size: 35 bytes, Routine Base: \$CODE\$ + 005F

SYMBOLS
V04-000

C 7
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1 Page 24
(14)


```

828 0820 1 GLOBAL ROUTINE add_symbol (table, name_desc, value) =
829 0821 1
830 0822 1 ---
831 0823 1
832 0824 1 This routine adds a given symbol name and value to
833 0825 1 the symbol table. The symbol table list is sorted
834 0826 1 by symbol name.
835 0827 1
836 0828 1 Inputs:
837 0829 1
838 0830 1 table = Symbol table index
839 0831 1 name_desc = Address of descriptor of symbol name
840 0832 1 value = Value to be assigned to the symbol
841 0833 1
842 0834 1 Outputs:
843 0835 1
844 0836 1 r0 = status (already signaled)
845 0837 1 ---
846 0838 1
847 0839 2 BEGIN
848 0840 2
849 0841 2 MAP
850 0842 2 name_desc: REF BBLOCK [DSC$K_S_BLN];! Address of name descriptor
851 0843 2
852 0844 2 LOCAL
853 0845 2 entry: REF BBLOCK, ! Address of symbol table entry
854 0846 2 location: REF BBLOCK; ! Address of closest symbol name
855 0847 2
856 0848 2 IF lookup_symbol (.table, .name_desc, location) ! If already in symbol table,
857 0849 2 THEN
858 0850 2 BEGIN
859 0851 2 ! SIGNAL(emsg(dupsym), 1, .name_desc);! signal user with bad symbol
860 0852 2 RETURN 1; ! return success
861 0853 2 END;
862 0854 2
863 0855 2
864 P 0856 2 RETURN_IF_ERROR ! Allocate a symbol entry
865 0857 2 (allocate(sym$c_fixedlen+.name_desc [dsc$w_length],entry));
866 0858 2
867 0859 2 entry [sym$l_value] = .value; ! Set value of symbol
868 0860 2 entry [sym$b_symlen] ! Set length of symbol
869 0861 2 = .name_desc [dsc$w_length];
870 0862 2
871 0863 2 CH$MOVE (.name_desc [dsc$w_length], ! Copy symbol
872 0864 2 .name_desc [dsc$a_pointer],
873 0865 2 entry [sym$t_symbol]);
874 0866 2
875 0867 2 entry [sym$l_link] ! Link into symbol table
876 0868 2 = .location [sym$l_link]; ! in sorted order
877 0869 2 location [sym$l_link] = .entry;
878 0870 2
879 0871 2 RETURN true;
880 0872 2
881 0873 1 END;
```

			007C	00000	.ENTRY	ADD_SYMBOL, Save R2,R3,R4,R5,R6		0820
	5E		08	C2	00002	SUBL2	#8, -SP	
			5E	DD	00005	PUSHL	SP	0848
	52	08	AC	D0	00007	MOVL	NAME_DESC, R2	
			52	DD	0000B	PUSHL	R2	
		04	AC	DD	0000D	PUSHL	TABLE	
0000V	CF		03	FB	00010	CALLS	#3, LOOKUP_SYMBOL	
	2C		50	E8	00015	BLBS	R0, 1\$	
		04	AE	9F	00018	PUSHAB	ENTRY	0857
	7E		62	3C	0001B	MOVZWL	(R2), -(SP)	
	6E		09	C0	0001E	ADDL2	#9, (SP)	
0000V	CF		02	FB	00021	CALLS	#2, ALLOCATE	
	1E		50	E9	00026	BLBC	STATUS, 2\$	
	56	04	AE	D0	00029	MOVL	ENTRY, R6	0859
	04	0C	AC	D0	0002D	MOVL	VALUE, 4(R6)	
	08		62	90	00032	MOVB	(R2), 8(R6)	0861
09	A6		62	28	00036	MOVC3	(R2), @4(R2), 9(R6)	0865
	04		BE	D0	0003A	MOVL	@LOCATION, (R6)	0868
	66	00	56	D0	0003E	MOVL	R6, @LOCATION	0869
	00		01	D0	00044	MOVL	#1, R0	0871
	50		04	00047	2\$:	RET		0873

; Routine Size: 72 bytes, Routine Base: \$CODE\$ + 0082


```

: 883 0874 1 GLOBAL ROUTINE lookup_symbol (table, name_desc, value) =
: 884 0875 1
: 885 0876 1 ---
: 886 0877 1
: 887 0878 1 This routine looks up a given symbol in the symbol
: 888 0879 1 table and returns the value associated with it.
: 889 0880 1 If the symbol is not found, then the address of the
: 890 0881 1 last entry preceeding the symbol in collation
: 891 0882 1 sequence is returned instead.
: 892 0883 1
: 893 0884 1 Inputs:
: 894 0885 1
: 895 0886 1 table = Symbol table index (1-n)
: 896 0887 1 name_desc = Descriptor of desired symbol name
: 897 0888 1 value = Address of longword to receive value if found
: 898 0889 1
: 899 0890 1 Outputs:
: 900 0891 1
: 901 0892 1 value = Value of symbol if found
: 902 0893 1 value = Address of previous entry if not found
: 903 0894 1 r0 = status
: 904 0895 1 ---
: 905 0896 1
: 906 0897 2 BEGIN
: 907 0898 2
: 908 0899 2 MAP
: 909 0900 2 name_desc: REF BBLOCK [DSC$K_S_BLN];! Address of descriptor
: 910 0901 2
: 911 0902 2 LOCAL
: 912 0903 2 ptr: REF BBLOCK; ! Pointer into list
: 913 0904 2
: 914 0905 2 ptr = symbol_header [.table] - $BYTEOFFSET(sym$l_link); ! Start at listhead
: 915 0906 2 .value = .ptr;
: 916 0907 2
: 917 0908 2 WHILE (ptr = .ptr [sym$l_link]) NEQ 0 ! Until end of list
: 918 0909 2 DO
: 919 0910 2 CASE CH$COMPARE(.ptr [sym$b_symlen], ptr [sym$t_symbol],
: 920 0911 2 name_desc [dsc$w_length], .name_desc [dsc$a_pointer])
: 921 0912 2 FROM -1 TO 1 OF SET
: 922 0913 2 [-1]: .value = .ptr; ! Table symbol < user symbol
: 923 0914 2 [0]: BEGIN ! Table symbol = user symbol
: 924 0915 2 .value = .ptr [sym$l_value]; ! Return value of symbol
: 925 0916 2 RETURN true; ! and exit successful
: 926 0917 2 END;
: 927 0918 2 [1]: RETURN false; ! Table symbol > user symbol
: 928 0919 2 TES;
: 929 0920 2
: 930 0921 2 RETURN false; ! return symbol not found
: 931 0922 2
: 932 0923 1 END;
```

50 04 005C 00000
AC D0 00002.ENTRY LOOKUP_SYMBOL, Save R2,R3,R4,R6
MOVL TABLE, -R0: 0874
: 0905

SYMBOLS
V04-000

6 7
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1 Page 28
(16)

			0C	54	0000'CF40	DE	00006	MOVAL	SYMBOL HEADER[R0], PTR			
				BC	54	D0	0000C	MOVL	PTR, @VALUE	:	0906	
				56	08	AC	D0	00010	MOVL	NAME_DESC, R6	:	0911
				54		64	D0	00014	MOVL	(PTR), PTR	:	0908
						20	13	00017	BEQL	3\$:	
				50	08	A4	9A	00019	MOVZBL	8(PTR), R0	:	0910
08	BC	00	09	A4		50	2D	0001D	CMPC5	R0, 9(PTR), #0, @NAME_DESC, @4(R6)	:	
					04	B6		00024			:	
						11	1A	00026	BGTRU	3\$:	
						06	1E	00028	BGEQU	2\$:	
			0C	BC		54	D0	0002A	MOVL	PTR, @VALUE	:	0913
						E4	11	0002E	BRB	1\$:	
			0C	BC	04	A4	D0	00030	MOVL	4(PTR), @VALUE	:	0915
				50		01	D0	00035	MOVL	#1, R0	:	0916
							04	00038	RET		:	
					50	D4	00039	3\$:	CLRL	R0	:	0923
						04	0003B	RET			:	

; Routine Size: 60 bytes, Routine Base: \$CODE\$ + 00CA


```
0934 1 GLOBAL ROUTINE lookup_value (table, value, retdesc) =
0935 1
0936 1 ---
0937 1
0938 1 This routine locates the first occurrence of a symbol
0939 1 containing the specified value and returns a descriptor
0940 1 of the symbol associated with the value.
0941 1
0942 1 Inputs:
0943 1
0944 1 table = Symbol table index (1-n)
0945 1 value = Value to be looked up
0946 1 retdesc = Address of quadword to receive descriptor
0947 1
0948 1 Outputs:
0949 1
0950 1 routine = status
0951 1 ---
0952 1
0953 1 BEGIN
0954 1
0955 1 MAP
0956 1 retdesc: REF VECTOR; ! Address of descriptor
0957 1
0958 1 LOCAL
0959 1 ptr: REF BBLOCK; ! Pointer into list
0960 1
0961 1 ptr = .symbol_header [.table]; ! Start at first entry
0962 1
0963 1 WHILE .ptr NEQ 0 ! Until end of list
0964 1 DO
0965 1 BEGIN
0966 1 IF .ptr [sym$l_value] EQL .value ! If value matches,
0967 1 THEN
0968 1 BEGIN ! Return descriptor of name
0969 1 retdesc [0] = .ptr [sym$b_symlen];
0970 1 retdesc [1] = ptr [sym$t_symbol];
0971 1 RETURN true; ! and exit successful
0972 1 END;
0973 1 ptr = .ptr [sym$l_link]; ! If no match, go to next entry
0974 1 END;
0975 1
0976 1 RETURN false; ! return symbol not found
0977 1
0978 1 END;
```

				0000 00000	.ENTRY	LOOKUP_VALUE, Save nothing	: 0924
	50	04	AC	DO 00002	MOVL	TABLE, R0	: 0951
	51	0000	CF40	DO 00006	MOVL	SYMBOL_HEADER[R0], PTR	
			1D	13 0000C	BEQL	3\$: 0953
08	AC	04	A1	D1 0000E	CMPL	4(PTR), VALUE	: 0956
			11	12 00013	BNEQ	2\$	
	50	0C	AC	DO 00015	MOVL	RETDESC, R0	: 0959

SYMBOLS
V04-000

1 7
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1
Page 30
(17)

04	60	08	A1	9A	00019	MOVZBL	8(PTR), (R0)	:		
	A0	09	A1	9E	0001D	MOVAB	9(R1), 4(R0)	:	0960	
	50		01	D0	00022	MOVL	#1, R0	:	0961	
				04	00025	RET		:		
	51		61	D0	00026	2\$:	MOVL	(PTR), PTR	:	0963
			E1	11	00029		BRB	1\$:	0953
			50	D4	0002B	3\$:	CLRL	R0	:	0966
				04	0002D		RET		:	0968

; Routine Size: 46 bytes, Routine Base: \$CODE\$ + 0106


```
0969 1 GLOBAL ROUTINE scan_symbols (table, action_routine) =
0970 1
0971 1 ---
0972 1
0973 1 This routine calls a specified action routine for
0974 1 each symbol in the specified symbol table.
0975 1
0976 1 Inputs:
0977 1
0978 1 table = Symbol table index (1-n)
0979 1 action_routine = Address of action routine to call
0980 1 with the following argument list:
0981 1 1) Address of descriptor of symbol name
0982 1 2) Value associated with symbol
0983 1
0984 1 Outputs:
0985 1
0986 1 The status of the last action routine executed is returned.
0987 1 ---
0988 1
1000 2 BEGIN
1001 2
1002 2 LOCAL
1003 2 status, ! Catch-all status return bucket
1004 2 desc: VECTOR [2], ! Descriptor of symbol name
1005 2 ptr: REF BBLOCK; ! Address of current symbol entry
1006 2
1007 2 ptr = .symbol_header [.table]; ! Start at first entry
1008 2
1009 2 WHILE .ptr NEQ 0 ! Until end of list,
1010 2 DO ! Setup descriptor of name
1011 2 BEGIN
1012 2 desc [0] = .ptr [sym$b_symlen];
1013 2 desc [1] = ptr [sym$t_symbol];
1014 2 status = (.action_routine)(desc, .ptr [sym$l_value]); ! Call action routine
1015 2 IF NOT .status THEN EXITLOOP; ! If failed, exit unsuccessful
1016 2 ptr = .ptr [sym$l_link]; ! Skip to next in chain
1017 2 END;
1018 2
1019 2 RETURN .status; ! return successful
1020 2
1021 2 END;
```

```
0004 00000 .ENTRY SCAN_SYMBOLS, Save R2
08 C2 00002 SUBL2 #8, SP
04 AC D0 00005 MOVL TABLE, R0
0000'CF40 D0 00009 MOVL SYMBOL_HEADER[R0], PTR
1B 13 0000F BEQL 2$
08 A2 9A 00011 MOVZBL 8(PTR), DESC
09 A2 9E 00015 MOVAB 9(R2), DESC+4
04 A2 DD 0001A PUSHL 4(PTR)
04 AE 9F 0001D PUSHAB DESC
08 BC 02 FB 00020 CALLS #2, @ACTION_ROUTINE
```

```
0969
0996
0998
1001
1002
1003
```

SYMBOLS
V04-000

K 7
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1
Page 32
(18)

05
52

50 E9 00024
62 D0 00027
E3 11 0002A
04 0002C 2\$:

BLBC
MOVL
BRB
RET
STATUS, 2\$
(PTR), PTR
1\$

: 1004
: 1005
: 0998
: 1010

; Routine Size: 45 bytes, Routine Base: \$CODE\$ + 0134


```
1023 1011 1 GLOBAL ROUTINE delete_symbol (table, name_desc) =
1024 1012 1
1025 1013 1 ---
1026 1014 1
1027 1015 1 This routine deletes a given symbol from the symbol
1028 1016 1 table.
1029 1017 1
1030 1018 1 Inputs:
1031 1019 1
1032 1020 1 table = Symbol table index (1-n)
1033 1021 1 name_desc = Descriptor of symbol name to be deleted
1034 1022 1
1035 1023 1 Outputs:
1036 1024 1
1037 1025 1 r0 = true if deleted, false if not found
1038 1026 1 ---
1039 1027 1
1040 1028 2 BEGIN
1041 1029 2
1042 1030 2 MAP
1043 1031 2 name_desc: REF BBLOCK [DSC$K_S_BLN]; ! Address of descriptor
1044 1032 2
1045 1033 2 LOCAL
1046 1034 2 prev: REF BBLOCK, ! Pointer to previous symbol
1047 1035 2 ptr: REF BBLOCK; ! Pointer into list
1048 1036 2
1049 1037 2 ptr = symbol_header [.table] - $BYTEOFFSET(sym$l_link); ! Start at listhead
1050 1038 2 prev = .ptr; ! Ditto
1051 1039 2
1052 1040 2 WHILE (ptr = .ptr [sym$l_link]) NEQ 0 ! Until end of list
1053 1041 2 DO
1054 1042 2 CASE CH$COMPARE(.ptr [sym$b_symlen], ptr [sym$t_symbol],
1055 1043 2 name_desc [dsc$w_length], .name_desc [dsc$a_pointer])
1056 1044 2 FROM -1 TO 1 OF SET
1057 1045 2 [-1]: prev = .ptr; ! Table symbol < user symbol
1058 1046 2 [0]: BEGIN ! Table symbol = user symbol
1059 1047 2 prev [sym$l_link] = .ptr [sym$l_link]; ! Delink it
1060 1048 2 RETURN deallocate (sym$c_fixedlen+.ptr[sym$b_symlen], .ptr); ! free VM
1061 1049 2 END;
1062 1050 2 [1]: RETURN false; ! Table symbol > user symbol
1063 1051 2 TES;
1064 1052 2
1065 1053 2
1066 1054 2 RETURN false; ! return symbol not found
1067 1055 2
1068 1056 1 END;
```

50	04	AC	DO	00002	.ENTRY	DELETE_SYMBOL, Save R2,R3,R4,R6,R7	1011
54	0000'CF	40	DE	00006	MOVL	TABLE, R0	1037
57		54	DO	0000C	MOVAL	SYMBOL_HEADER[R0], PTR	
56	08	AC	DO	0000F	MOVL	PTR, PREV	1038
54		64	DO	00013 1\$:	MOVL	NAME_DESC, R6	1043
					MOVL	(PTR), PTR	1040

SYMBOLS
V04-000

M 7
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1
Page 34
(19)

08	BC	00	09	50 A4	08	28 A4	13 9A	00016 00018	BEQL MOVZBL	3\$ 8(PTR), R0	:	1042
					04	50 B6	2D	0001C 00023	CMPC5	R0, 9(PTR), #0, @NAME_DESC, @4(R6)	:	
						19 05	1A 1E	00025 00027	BGTRU BGEQU	3\$ 2\$:	
				57		54 E5	D0 11	00029 0002C	MOVL BRB	PTR, PREV 1\$:	1045
				67		64 54	D0 DD	0002E 00031	MOVL PUSHL	(PTR), (PREV) PTR	:	1047 1048
				7E	08	A4	9A	00033	MOVZBL	8(PTR), -(SP)	:	
				6E		09	C0	00037	ADDL2	#9, (SP)	:	
				CF		02	FB	0003A	CALLS	#2, DEALLOCATE	:	
		0000V				04	04	0003F	RET		:	
						50	D4	00040	CLRL	R0	:	1056
						04	04	00042	RET		:	

; Routine Size: 67 bytes, Routine Base: \$CODE\$ + 0161


```
1070 1 GLOBAL ROUTINE delete_symbols (table) =
1071 1
1072 1 ---
1073 1
1074 1 This routine deallocates all symbols in a specified
1075 1 symbol table.
1076 1
1077 1 Inputs:
1078 1
1079 1 table = Symbol table index (1-n)
1080 1
1081 1 Outputs:
1082 1
1083 1 None
1084 1 ---
1085 1
1086 1 BEGIN
1087 1
1088 1 LOCAL
1089 1 ptr: REF BBLOCK; ! Address of current entry
1090 1
1091 1 ptr = .symbol_header [.table]; ! Start at first entry
1092 1
1093 1 WHILE .ptr NEQ 0 ! Until end of list,
1094 1 DO
1095 1 BEGIN
1096 1 LOCAL next_entry;
1097 1 next_entry = .ptr [sym$1_link]; ! Save pointer to next entry
1098 1 deallocate(sym$1_fixedlen+.ptr [sym$1_symlen], .ptr); ! Deallocate entry
1099 1 ptr = .next_entry; ! Point to next entry in list
1100 1 END;
1101 1
1102 1 symbol_header [.table] = 0; ! Zero listhead
1103 1
1104 1 RETURN true;
1105 1
1106 1 END;
```

			001C 00000	.ENTRY	DELETE_SYMBOLS, Save R2,R3,R4		1057
52	04	AC	D0 00002	MOVL	TABLE, R2		1078
53	0000'CF	42	D0 00006	MOVL	SYMBOL_HEADER[R2], PTR		
		16	13 0000C	BEQL	2\$		1080
54		63	D0 0000E	MOVL	(PTR), NEXT_ENTRY		1084
		53	DD 00011	PUSHL	PTR		1085
7E	08	A3	9A 00013	MOVZBL	8(PTR), -(SP)		
6E		09	C0 00017	ADDL2	#9, (SP)		
0000V		02	FB 0001A	CALLS	#2, DEALLOCATE		
		54	D0 0001F	MOVL	NEXT_ENTRY, PTR		1086
53		E8	11 00022	BRB	1\$		1080
	0000'CF	42	D4 00024	CLRL	SYMBOL_HEADER[R2]		1089
50		01	D0 00029	MOVL	#1, R0		1091
			04 0002C	RET			1093

SYMBOLS
V04-000

15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1 Page 36 (20)

; Routine Size: 45 bytes, Routine Base: \$CODE\$ + 01A4


```
: 1108      1094 1 GLOBAL ROUTINE allocate (bytes, address) =
: 1109      1095 1
: 1110      1096 1 ---
: 1111      1097 1
: 1112      1098 1     Allocate dynamic storage and return the address.
: 1113      1099 1     If an error occurs, the error is signaled.
: 1114      1100 1
: 1115      1101 1     Inputs:
: 1116      1102 1
: 1117      1103 1     bytes = Number of bytes to allocate
: 1118      1104 1     address = Longword to receive address of storage
: 1119      1105 1
: 1120      1106 1     Outputs:
: 1121      1107 1
: 1122      1108 1     address = Address of storage
: 1123      1109 1 ---
: 1124      1110 1
: 1125      1111 2 BEGIN
: 1126      1112 2
: 1127      1113 2 LOCAL
: 1128      1114 2     status;
: 1129      1115 2
: 1130      1116 2 status = lib$get_vm(bytes,.address);
: 1131      1117 2
: 1132      1118 2 IF NOT .status           ! if unsuccessful,
: 1133      1119 2 THEN
: 1134      1120 2     SIGNAL(.status);    ! then signal the error
: 1135      1121 2
: 1136      1122 2 RETURN .status;         ! return with status;
: 1137      1123 2
: 1138      1124 1 END;
```

			0004 00000	.ENTRY	ALLOCATE, Save R2	: 1094
		08	AC DD 00002	PUSHL	ADDRESS	: 1116
		04	AC 9F 00005	PUSHAB	BYTES	:
00000000G	00		02 FB 00008	CALLS	#2, LIB\$GET_VM	:
	52		50 D0 0000F	MOVL	R0, STATUS	:
	09		52 E8 00012	BLBS	STATUS, 1\$: 1118
			52 DD 00015	PUSHL	STATUS	: 1120
00000000G	00		01 FB 00017	CALLS	#1, LIB\$SIGNAL	:
	50		52 D0 0001E 1\$:	MOVL	STATUS, R0	: 1122
			04 00021	RET		: 1124

; Routine Size: 34 bytes, Routine Base: \$CODE\$ + 01D1

```
1140 1125 1 GLOBAL ROUTINE deallocate (bytes, address) =
1141 1126 1
1142 1127 1 ---
1143 1128 1
1144 1129 1 Deallocate dynamic storage.
1145 1130 1 If an error occurs, the error is signaled.
1146 1131 1
1147 1132 1 Inputs:
1148 1133 1
1149 1134 1 bytes = Number of bytes to deallocate
1150 1135 1 address = Address of storage to deallocate
1151 1136 1
1152 1137 1 Outputs:
1153 1138 1
1154 1139 1 None
1155 1140 1 ---
1156 1141 1
1157 1142 2 BEGIN
1158 1143 2
1159 1144 2 LOCAL
1160 1145 2 status;
1161 1146 2
1162 1147 2 status = lib$free_vm(bytes,address);
1163 1148 2
1164 1149 2 IF NOT .status ! if unsuccessful,
1165 1150 2 THEN
1166 1151 2 SIGNAL(.status); ! then signal the error
1167 1152 2
1168 1153 2 RETURN .status; ! return with status;
1169 1154 2
1170 1155 1 END;
```

			0004 00000	.ENTRY	DEALLOCATE, Save R2	: 1125
		08	AC 9F 00002	PUSHAB	ADDRESS	: 1147
		04	AC 9F 00005	PUSHAB	BYTES	:
00000000G	00		02 FB 00008	CALLS	#2, LIB\$FREE_VM	:
	52		50 D0 0000F	MOVL	R0, STATUS	:
	09		52 E8 00012	BLBS	STATUS, 1\$: 1149
			52 DD 00015	PUSHL	STATUS	: 1151
00000000G	00		01 FB 00017	CALLS	#1, LIB\$SIGNAL	:
	50		52 D0 0001E 1\$:	MOVL	STATUS, R0	: 1153
			04 00021	RET		: 1155

: Routine Size: 34 bytes, Routine Base: \$CODE\$ + 0153

SYMBOLS
V04-000

E 8
15-Sep-1984 23:52:01
14-Sep-1984 11:52:07

VAX-11 BLISS-32 V4.0-742
DISK\$VMSMASTER:[ACC.SRC]SYMBOLS.B32;1 Page 39 (23)

: 1172
: 1173
1156 1 END
1157 0 ELUDOM

.EXTRN LIB\$SIGNAL

PSECT SUMMARY

Name	Bytes	Attributes
\$GLOBALS	256	NOVEC, WRT, RD, NOEXE, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)
\$CODE\$	533	NOVEC, NOWRT, RD, EXE, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)

Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	22	0	581	00:01.0

COMMAND QUALIFIERS

: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LIS\$:SYMBOLS/OBJ=OBJ\$:SYMBOLS MSRC\$:SYMBOLS/UPDATE=(ENHS\$:SYMBOLS)

: Size: 533 code + 256 data bytes
: Run Time: 00:19.7
: Elapsed Time: 00:49.6
: Lines/CPU Min: 3529
: Lexemes/CPU-Min: 22581
: Memory Used: 90 pages
: Compilation Complete

0002

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